

SCENARIO: THE IRON HEART AWAKENS

A Monkey King Minis scenario pack — the campaign finale. The last six machines come home for their stolen heart.

The Story

The clans thought they were fighting over a tank. They were wrong — Red Steel's burning core is the stolen heart of an ULTRA, a god-frame that slept beneath Emberfall's mountains.

Now the Foundry's last six machines march down to take it back — and the heart wakes. Red Steel rises on living treads, hating everyone. Old enemies must stand together, or be ground beneath it.

Forces

The Ultra: up to 36 points from the Ultra roster, led by the Ultra Titan (its own one-model squad).

The Alliance: old foes unite — up to 36 points split freely between the Chaos and Shadow rosters, all friendly to each other.

Red Steel Awakened: a neutral monster — no points, belongs to no one, run by the Rampage rule.

Setup

Build the ruins of Emberfall across the center and place Red Steel in the exact middle. The Ultra and the Alliance each deploy within 4" of opposite table edges.

Special Rules

- The game lasts 5 rounds. Run Red Steel first each round, then the two players alternate squads.
- Red Steel is a neutral monster: every model is its enemy, and it never counts toward holding the Heart.
- When Red Steel is destroyed, drop a marker where it fell — that Heart is the game's only objective.

Victory

The Ultra win if they hold the Heart (most models within 3") when Round 5 ends — the core goes home.

The Alliance wins if they hold the Heart when Round 5 ends — the cursed heart is shattered and Emberfall is free.

Draw if Red Steel is never destroyed — it grinds loose into the mountains.

RED STEEL AWAKENED

"The Stolen Heart" — a living Ultra frame



MOVE

8"

SHT

3+

RNG

14"

FGT

3+

TGH

18

Neutral monster — run by the Rampage rule

Empowered Cannon

On a hit: the target and every model within 3" of it (anyone) take 2 damage.

Grinding Tracks

Each Fight: roll 1 die against every model within 2"; each hit removes 1 Tough. No Charge or High Ground bonus.

✂ cut out along the red border

Running Red Steel (Rampage)

2 actions each round, run by whoever is NOT going first. No choices — for each action, check in order:

1. Enemy within 2"? Fight it (Grinding Tracks).
2. Else, nearest within 14"? Shoot it.
3. Else, move 8" straight at the nearest model.

Tie for nearest? Hit the most-hurt model.